

AMENDMENTS TO THE CLAIMS:

Without prejudice, the following listing of claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS:

1. (Previously Presented) A system for playing a wagering game, comprising:
a wireless gaming device comprising an identification code, entry apparatus for entering wagering information by a player, and a transmitter transmitting the player's wager information and the identification code in an encrypted form;
a receiver receiving the identification code and the wagering information transmitted by the transmitter of the wireless gaming device;
a processor in communication with the receiver, the processor decrypting the encrypted wager information and identification code received by the receiver.
2. (Previously Presented) The system of claim 1 wherein the receiver periodically polls the wireless gaming device to determine whether the player has entered wagering information to be transmitted to the receiver.
3. (Original) The system of claim 1 wherein the wagering information relates to a wager request.
4. (Original) The system of claim 1 wherein the wagering information includes a command.
5. (Original) The system of claim 1 wherein the wagering information includes data.
6. (Original) The system of claim 1 wherein the wagering information comprises a string of characters.
7. (Currently Amended) The system of claim 6 wherein the characters [[2]] are hexadecimal digits.

8. (Original) The system of claim 1 wherein the wireless gaming device is a hand-held device.
9. (Original) The system of claim 1 wherein the entry apparatus comprises keys.
10. (Original) The system of claim 1 wherein the entry apparatus comprises a smart card reader.
11. (Original) The system of claim 1 wherein the wireless gaming device further comprises a wager amount register.
12. (Original) The system of claim 1 wherein the wireless gaming device further comprises an account balance register.
13. (Original) The system of claim 1 wherein the wireless gaming device further comprises a liquid crystal display.
14. (Original) The system of claim 1 wherein the wireless gaming device further comprises a bicolour light emitting diode to indicate separately that the wagering information has been entered by the player and that the wagering information has been transmitted by the transmitter.
15. (Original) The system of claim 1 wherein the transmission is by radio frequency signals.
16. (Original) The system of claim 1 wherein the transmission is by infrared signals.
17. (Original) The system of claim 1 wherein the processor processes the wagering information transmitted by the wireless gaming device based on the identification code.
18. (Previously Presented) The system of claim 17 further comprising: a database storing an account of the player.

19. (Previously Presented) The system of claim 1 wherein the wireless gaming device further comprises an electronically programmable read only memory for storing an identifier corresponding to the identification code.
20. (Previously Presented) The system of claim 1 further comprising an encryption key stored on the wireless gaming device to encrypt the identification code and the wagering information prior to transmission.
21. (Previously Presented) A method of playing a wagering game using a wireless gaming device, comprising:
 providing the wireless gaming device comprising entry apparatus for entering wagering information by a player, and a transmitter, and an identification code stored on the wireless gaming device;
 entering the wagering information into the entry apparatus;
 transmitting the identification code and the wagering information in an encrypted form;
 receiving the transmitted identification code and wager information; and
 decrypting the transmitted identification code and wager information.
22. (Previously Presented) The method of claim 21 further comprising:
 periodically polling the wireless gaming device to determine whether the player has entered wager information.
23. (Original) The method of claim 21 further comprising displaying the wagering information on the wireless gaming device.
24. (Original) The method of claim 21 wherein the identification code and the wagering information are transmitted by radio frequency signals.
25. (Original) The method of claim 21 wherein the identification code and the wagering information are transmitted by infrared signals.
26. (Original) The method of claim 21 further comprising processing the wagering information transmitted by the wireless gaming device based on the identification code.

27. (Original) The method of claim 21 further comprising encrypting the identification code and the wagering information prior to transmission.
28. (Previously Presented) A wireless gaming device for transmitting wagering information to a receiver, comprising:
- a memory storing an identification code;
 - entry apparatus receiving wagering information from a player;
 - a processor in communication with the memory and the entry apparatus, the processor receiving the wagering information from the entry apparatus and encrypting the identification code and wagering information;
 - a transmitter receiving the encrypted identification code and wagering information from the processor and converting the identification code and the wagering information into a signal for wireless transmission to the receiver, the transmitter transmitting the signal when the receiver polls the wireless gaming device to determine that the wagering information has entered.
29. (Original) The wireless gaming device of claim 28 wherein the wireless gaming device is periodically polled by the receiver.
30. (Original) The wireless gaming device of claim 28 wherein the identification code is stored in the memory in a digital format.
31. (Original) The wireless gaming device of claim 28 wherein the wireless gaming device is a hand-held device.
32. (Original) The wireless gaming device of claim 28 wherein the entry apparatus comprises keys.
33. (Original) The wireless gaming device of claim 28 wherein, the entry apparatus comprises a smart card reader.
34. (Original) The wireless gaming device of claim 28 wherein the wireless transmission is by radio frequency signals.

35. (Original) The wireless gaming device of claim 28 wherein the wireless transmission is by infrared signals.
36. (Previously Presented) The system of claim 1, further comprising:
a security tag affixed to or included as part of the wireless terminal; and
a sensing apparatus which activates an alarm when the security tag is passed through the sensing apparatus.
37. (Previously Presented) The system of claim 28, further comprising:
a security tag affixed to or included as part of the wireless gaming device, the security tag configured to trigger a sensing apparatus to activate an alarm when the security tag is passed through the sensing apparatus.
38. (Previously Presented) The system of claim 1, further comprising:
a database read- and write-accessible by the processor, the database storing at least one of the player's account balance, the player's wager, and the player's winnings.
39. (Previously Presented) The system of claim 1, further comprising:
a decryption key to decrypt the identification code and the wagering information after the identification code and wagering information is received by the receiver.
40. (Previously Presented) The system of claim 1, wherein
the identification code is uniquely associated with the wireless gaming device.
41. (Previously Presented) The system of claim 1, wherein
the identification code is uniquely associated with a player.
42. (Previously Presented) The system of claim 28, wherein
the identification code is uniquely associated with the wireless gaming device.

43. (Previously Presented) The system of claim 28, wherein the identification code is uniquely associated with a player.
44. (Previously presented) A method, comprising:
- receiving a monetary tender from a player;
 - establishing an account having an account balance that includes the monetary tender;
 - associating a wireless device having a stored identification code with the account;
 - providing the player the wireless device;
 - receiving the identification code and wagering information which has been entered into the wireless device by the player and wirelessly transmitted by the wireless device;
 - registering the players wager in the database based on the received wagering information and the identification code;
 - debiting the account balance for the value of the player's wager;
 - determining if the player's wager wins a prize in a wagering game, and if the player wins a prize crediting the account balance;
 - receiving the wireless device from the player; and
 - tendering money to the player based on the account balance.